

Post magazine.

Guy Bavli together with DreamTeam Ltd is awarded best show at IBC Exhibition.

(Amsterdam, Netherlands) DreamTeam Ltd., leading developers of technology for the video and broadcast markets and makers of the real-time animation software Typhoon, was awarded the prestigious Best Show award at this years IBC convention.

The IBC (International Broadcasting Convention) is the world's premier broadcast technology event bringing together all of the major suppliers of broadcast technology worldwide. Taking place in the Amsterdam's RAI convention center, the convention featured over 800 exhibiting companies and more than 60,000 attendees. DreamTeam's booth at IBC 2000 spanned 252 sq. meters, with a revolving stage at the center featuring an elaborate magic set on



one side and a neon drinks bar on the other. Towering above the booth was a mesmerizing 5 ½ x 4 meter led screen by Lighthouse Technologies upon where each show was broadcast in addition to a giant projection screen and numerous plasma monitors around the booth.

DreamTeam's award winning presentation was an amazing magic show starring the world famous mentalist and magician **Guy Bavli** interacting with the virtual magician Cosmo on the real magic stage. The magicians wowed audiences by performing magic tricks in tandem and then calling a member of the IBC audience onto the stage for a mind reading finale. The virtual Cosmo was brought to life with DreamTeam's proprietary real-time animation software Typhoon, which allows for high quality live-to-air/live-to-tape animation productions. The live show was shot using 3 studio cameras. The central camera was fitted with Orad camera tracking sensors, which detect the pan, tilt and zoom of the camera and send this data into Typhoon, where it is accurately applied to the virtual character. The camera movements on the real elements thus affect the virtual character as if it was truly part of the real set. The remaining studio cameras were synchronized with Typhoon's virtual cameras so that when the multi-cam director would switch camera angles, Typhoon's virtual cameras would respond accordingly, allowing the Cosmo character to always appear correctly in the frame.

"I am very happy with our show this year. Each year our shows draw very big crowds, but this year I believe that we have not only given people a memorable show, but also presented a very useful and realistic solution for television producers inserting animated characters into their live shows where they can realistically interact with live actors." Says Roni Kass, DreamTeam's CEO.